Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD 3MCY-PO1-103 Effective January 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE ____ OR SMALL ENTITY TOTAL CLAIMS FEE RATE FEE RATE 49 BASIC FEE NUMBER EXTRA BASIC FEE 375.00 750.00 FOR NUMBER FILED OR TOTAL CHARGEABLE CLAIMS 49 29 minus 20= X\$18= X\$ 9= OR INDEPENDENT CLAIMS minus 3 = 3 X84= 252 X42= OR MULTIPLE DEPENDENT CLAIM PRESENT +280= +140= OR 0 * If the difference in column 1 is less than zero, enter "0" in column 2 1534 TOTAL TOTAL OR OTHER THAN AIMS AS AMENDED - PART II **SMALL ENTITY** SMALL ENTITY OR (Column 1) (Column 2) (Column 3) HIGHEST CLAIMS ADDI-ADDI-V REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE PREVIOUSLY AMENDMENT AFTER EXTRA PAID FOR FEE FEE AMENDMENT X\$18= Minus X\$ 9= Total OR Minus Independent X84= X42= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL OA OR ADDIT. FEE ADDIT. FEE (Column 2) (Column 1) (Column 3) CLAIMS HOHES ADDI-ADDI-8 NUMBER REMAINING PRESENT TIONAL TIONAL RATE RATE AMENDMENT PREVIOUSLY **AFTER** EXTRA AMENDMENT PAID FOR FEE FEE 49 20 Total Minus X\$18= X\$ 9= OR Independent Minus X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE

AMENDMENT C	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				
	Independent	*	Minus	464	£
	Total	•	Minus	**	=
		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
		(Column 1)		(Column 2)	(Column 3)

If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

13.

[&]quot;If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

ADDI-ADDI-TIONAL TIONAL RATE RATE FEE FEE X\$ 9= X\$18= OR X42= X84= OR +140= +280= OR TOTAL ADDIT, FEE ADDIT, PEE